

CHILDREN'S  
TELEVISION  
WORKSHOP™

# Time BOUND™\*

A 2000-Year Dash Through Time and History!

## GAME PLAY & ACTIVITY MANUAL



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**CBS**  
SOFTWARE

## WHY ARE CTW GAMES DIFFERENT?

Since 1968, Children's Television Workshop (CTW) has demonstrated that one of the greatest vehicles for learning is fun. The computer activities developed by the CTW Software Group for CBS Software continue this tradition, drawing on the interactive capability of the computer.

## THE GOALS OF CTW GAMES

These computer games have extended the goals pioneered by CTW in television with **Sesame Street**, **The Electric Company** and **3-2-1 Contact**. Friendly and engaging, they encourage constructive play and active learning. CTW games allow players to experiment and explore, to think and solve problems, and to practice skills while they are having fun. Each one is designed to be a family experience—where everybody plays together and learns from each other.

## COMPUTERS AND LEARNING

Equally important, the computer has brought an exciting new dimension to electronic learning—that of interaction. A great deal of planning and research have gone into making these games responsive to players of different ages and learning styles. Whenever possible, the level of difficulty, pacing and direction of the games are under the control of the player. *As the player responds to the computer, the computer responds to the player.*

**TIMEBOUND** is a unique, self-paced journey in creative exploration. It can be played for its exciting action or for the timely adventure it provides in social studies, science and history. Easy to learn, with lively graphics and 11 skill levels, **TIMEBOUND** lets players make new discoveries with each new game!

The games and materials in this package were developed by the CTW Software Group, a division of Children's Television Workshop, in cooperation with CBS Software. Program © 1984 Children's Computer Workshop, Inc. All Rights Reserved. \*TIMEBOUND is a trademark of Children's Computer Workshop, Inc.



# Time BOUND

HELP!



Well Doctor, *Anacron's done it again!* You warned him to stay away from the Time Machine. You warned him of the danger. But did he listen? No! He never listens.

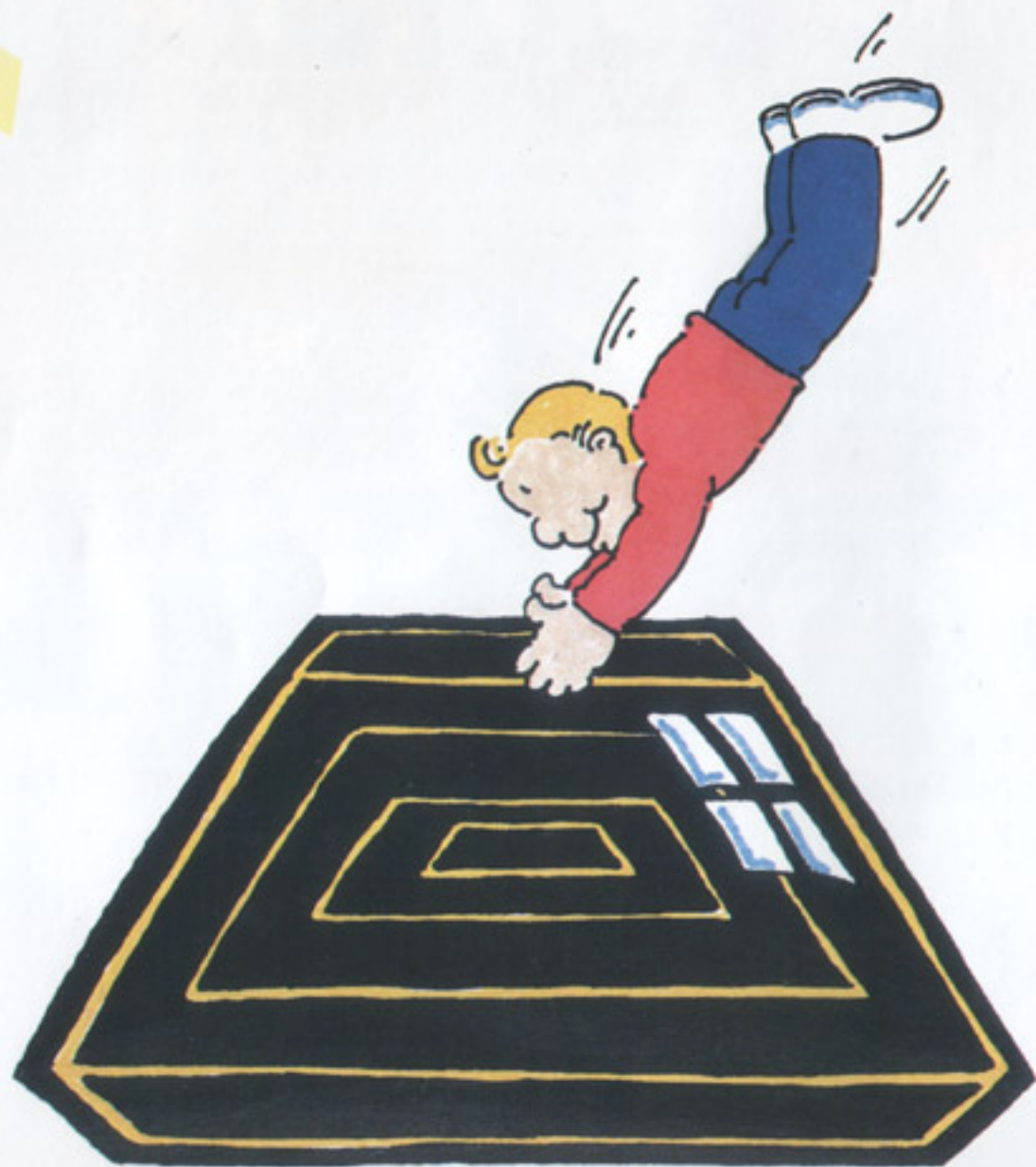
Now he's in big trouble. He's timebound—trapped in a time loop—tumbling out of control, between the year 0 and the year 2000!  
**And only you can save him!**

## GET READY

The Reference Card included with TIMEBOUND contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the Reference Card first and come back to this manual for the rest of the details.

## WASTE NO TIME!

Plunge right in. Choose a level from 1 to 11. The higher the level, the harder it will be to catch Anacron. Once you activate your time viewer and get your bearings...



- You'll automatically begin travelling through time.
- Your starting year will appear in the calendar at the top of your screen and will change as you travel.
- You will see events passing on all sides, but because of your speed of travel, you will not be able to identify them.



Somewhere in time, Anacron is clinging to one of these events.  
How can you discover where he is?

## SCAN AND PLAN

**Your Time Scanner is the key.**  
It's in the outer band  
of your screen  
and looks like this:

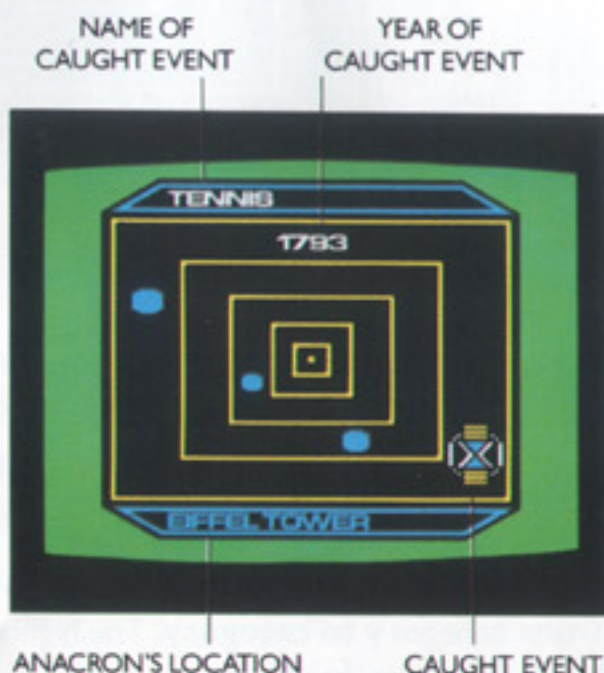


- Move your Joystick\* left to rotate the Scanner counterclockwise around the outer band of the screen.
- Move the Joystick right to rotate it clockwise.
- Center the Joystick to stop.

These are the only positions of the Joystick that will affect your Time Scanner.

**When an event moves into the outer band you can catch it with your Time Scanner.**

By catching an event, you learn what it is.  
You also learn which event Anacron is on.



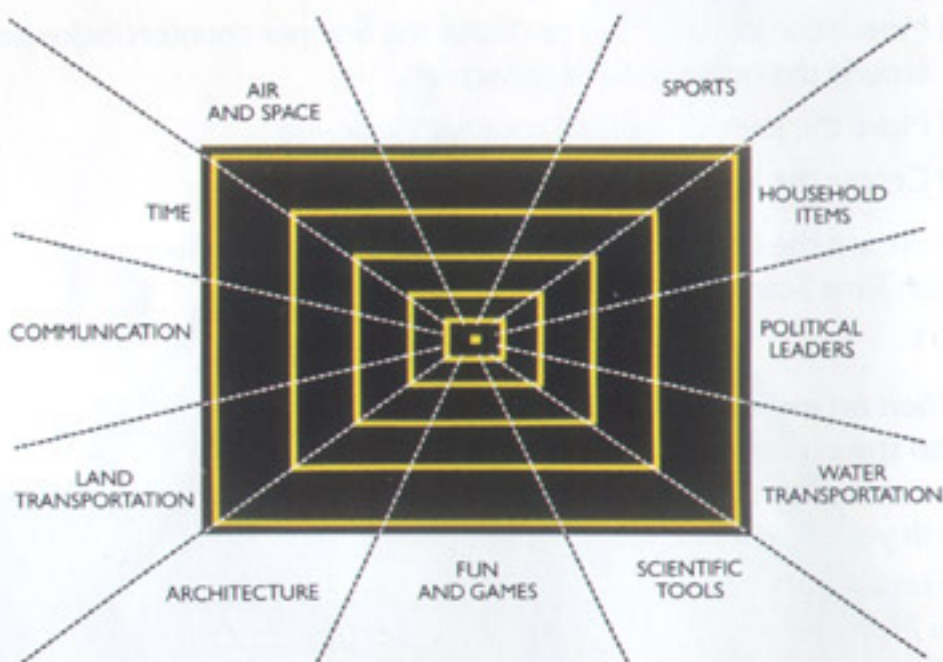
\*IBM-PCjr. users have the option of using the keyboard instead of a Joystick.  
Refer to your Reference Card.

## SCANNING POINTERS

You'll notice that you do not see the year Anacron is in—only the event he is on. So, how will you find him among all the events that pass by on your screen?

Ah, dear Doctor, you must develop your knowledge of history!

- Your Time Machine divides the events of history into **11 categories**.
- During a game, **each category is assigned to one position in the outer band of your screen**. All of the events in that category will come up in the same spot during that game. **Category positions will change every time you play a new game!**



- Move your Scanner around the outer band of your screen to catch different events and discover the position of each category.
- By keeping your Scanner in one spot, you can easily learn about the events within a particular category.

As you play, **Anacron will tumble from event to event and from category to category**. The higher your game level, the more categories he will use.

The more you travel through time, the more you will know about each category and its position—and the faster you can catch Anacron!



## ON THE FLY

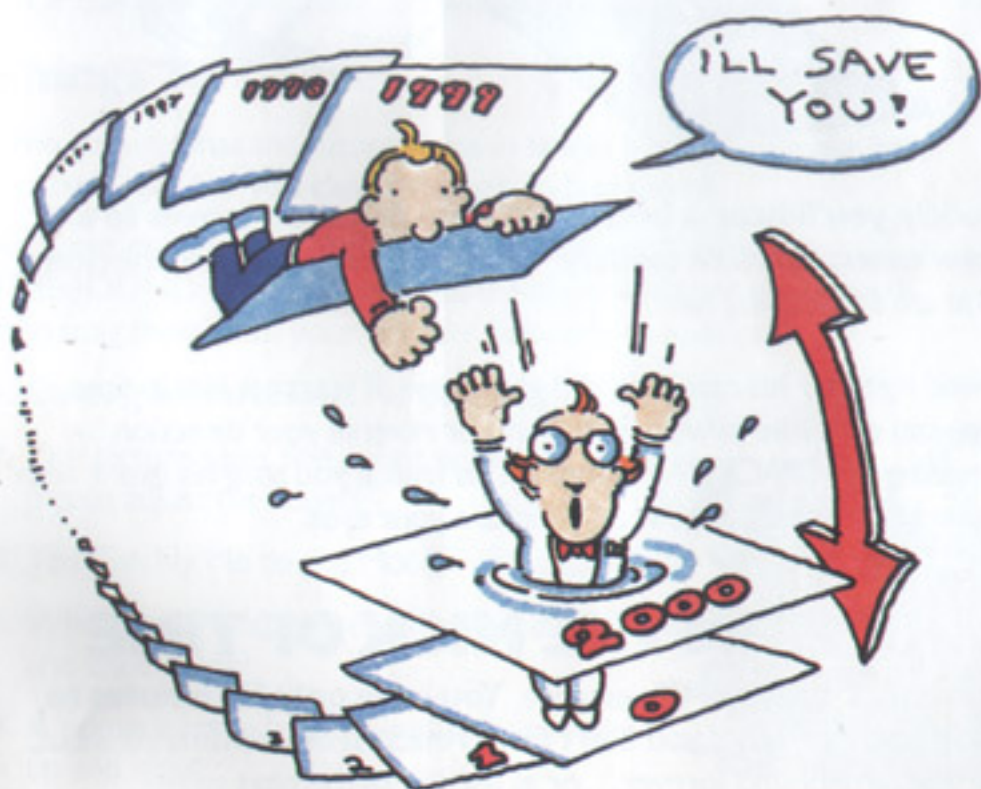
Once you have identified Anacron's location, you must move as quickly as possible to the correct category and event—or Anacron will lose his grip and tumble again. So be quick!

- **Make your best guess** about Anacron's year and category.
- **Look at the year you're in** and decide—should you travel forward or backward in time to reach your wayward assistant?
- **Press the red button** on your Joystick to release an event and on you go!

Are you moving toward Anacron's year? If not...

- Tap the SPACE BAR to change your direction in time.

You can move anywhere in the time loop. If you reach the year 0, you will wrap around to the year 2000 and continue moving backward. If you reach the year 2000, you will wrap to the year 0 and continue forward.



As you travel, you'll pick up speed. To slow yourself down, to check a category position or to check Anacron's location, catch an event in your Time Scanner.

## CATCH HIM IF YOU CAN

So, how do you finally snare Anacron?  
Catch his event with your Time Scanner!

But it sounds easier than it is. Remember, Anacron is travelling out of control. He can only hold onto an event for a short time before he tumbles to a new location. To complicate matters, as you get closer to him, you create time waves which cause him to lose his grip more often.



Luckily, **you'll hear a beep each time Anacron moves to a new event.** So listen carefully. The more beeps you hear, the closer you are to catching him!

Head right for his category and give chase. If you pass him in time, you can either lie in wait (heh, heh!) or reverse your direction by pressing the SPACE BAR. Keep on his trail. If you snag his event with your Scanner, he'll appear right before your eyes.

## JUST IN THE NICK OF TIME

Remember, time is of the essence. **You have only 15 minutes to play each game.** If you don't catch Anacron before time runs out, he'll be timebound forever...or at least until the next game!

Concentrate...pinpoint his location...Aha! You've got him!  
How clever you are! Your score—measured in time, of course—will be displayed on the clock at the top of the screen.  
Congratulations, Doctor, you've saved the day!



## ACTIVITIES

Now that you're timewise, try these brainteasers!

### That Was The Year That Was...

Each riddle below describes two events that happened in the same year. Can you figure out what the events are—and then, the year they share?

1. Sign your name with the greatest of ease,  
Or do calculations as quick as you please.
2. Grab that pigskin, go out for a pass,  
Or sail right through Africa—travel first class!
3. Speed up a river with steam to spare—  
Or gently and safely, float through the air!
4. Fly to the clouds on a single winger,  
Or see and hear Jolson in the Jazz Singer!
5. Give a hop or a jump—and you'll bounce right back,  
Or use this new "shaker" to whip up a snack!



### Things To Come

Who knows what the future holds in store? We've made our best guesses—but are you clever enough to find them?

Here are clues for six "future events" that we've planted in TIMEBOUND. Use your keenest foresight to figure them out, then snag them with your scanner before time runs out!

1. Dancing on the ceiling? No problem!
2. The picture's just fine—but would you please adjust the scent?
3. You Can Fly Me to the Moon—First Class!
4. What's your next move? Concentrate... and checkmate!
5. A house is not a home—until you pucker up and blow!
6. Mine says three asteroids past Mercury, give or take a nova.



Don't stop here! There are a dozen more to track down, and only a couple of decades to do it!

Answers on page 8

## Which Came First?

1. The Motorcycle or the Model T?
2. Roller Skating or Ping Pong?
3. The Power Mower or the Flashbulb?
4. The Cuckoo Clock or the Pocket Watch?
5. The Electric Razor or the Blender?
6. The Parachute or the Air Balloon?
7. Genghis Khan or Attila the Hun?
8. The Eiffel Tower or Grand Central Station?



Stumped?

The answers await you in the Time Machine.

## Answers



### Things To Come

1. Suction Sneakers
2. Smellavision
3. Air Neptune
4. Telepathic Chess
5. Inflatable House
6. Lunar Time

### That Was The Year That Was...

1. 1944: Ballpoint Pen and Digital Computer
2. 1869: Suez Canal and Football
3. 1783: Steamboat and Parachute
4. 1927: Monoplane and Sound Movies
5. 1936: Trampoline and Blender



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